NOVA - Citadel in a parallel universe at sub-space coordinates 2001.
The organic computor ran a perfect society. Life in any form was forbidden.
NOVA
2001
Destroy all of crazy robots!
Now! expand the Nova's fantastic world!
Latest thrilling space action game is here.

ROBOTAN 30pts

YAOOCANOIOE 50pts

REOA 100pts

TACKONG 100pts

BLAIN 200pts

M·I 2000pts

Equiped with an internal, Robot producing, organic computor etronghold.

- The enemy has 64 different attack patterns.
- A pattern is cleared when you destroy all the enemy's robots.
- If you clear the pattern quickly, you will gain extra points on the timer at the bottom of the the screen. This timer determines how many bonus chips you receive.
- The 4th, 8th, 16th and 24th rounds carry special bonus points.
- If you fail to destroy the "Reda" patrol robots, the enemy's leader robot, "M.I ", will join the attack "M.I." will continue to attack until hit by ?? missiles.
- The patterns in the second half of the game are even more exciting as the enemy begins to move faster.

TECHNICAL POINT

If you push the pause control button, you can move without affecting the direction of your firing line. With practice you too can score a 64 pattern clearing

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